



MINI PROJECT REPORT ON

“ADURA”

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ADURA

Shopping

Website...!

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Chapter 1: Introduction

The Internet is the rapidest growing media since the past decade. Especially online shopping is rapidly growing e-commerce area. Online stores are usually available 24 hours a day, and many consumers have internet access both at work and at home. A successful web store is not just a good looking website with dynamic technical features, listed in many search engines. ADURA is made to reach maximum customers at the right time to increase sales and profitability of the business functions of ADURA, it includes buying and selling goods, transmitting funds or data over the internet.

It allows the customers to shop from their favorite website 24/7. It allows to be functioning round the clock and benefit their customers with appropriate product details, warranty details, product reviews and product description, so that they can make the right choice.

As this project is based on client - server architecture, the estimated success of this project is quite high, any user with android device and internet facility can use this application, which gives it a wider exposure to the market.

The ADURA website project is based on the online buying and selling goods and services in an efficient way and sales Web based products and deliver to increase performance of the selling of the products.

It provides a fast track of online purchasing and an attractive GUI for displaying information

1.1 Existing system and need for the system:

The old manual system was suffering from a series of drawbacks. Since, the whole of the system was to be maintained with hands the process of keeping, maintaining & retrieving the information was very tedious & lengthy.

- The records were never used to be in systematic order. Thus there used to be lots of difficulties in association of any particular transaction with particular context.
- Selling products in a manual system exist in shops.
- Outsiders place orders through mail or mobile also.
- Customers used to place orders manually so In sales perform many transactions daily and the billing is also done manually in online payment system administrator can maintain all records manually.

1.2 Scope of work:

- **A scope of customer in system**

- Customers can search products along with their images, and a description.
- Customers can perform payment transactions online and cash on delivery under security.
- Customers can order and purchase according to their requirement.

- **A scope of Administrator in system**

- Administrators can add new products and their details.

ADURA

- Administrators can dynamically accept the online order and manage it properly. Administrators can update all information in the database and analyze daily sold items transactions and payments.
- Administrator can maintain information about customers
- Administrator provides home delivery service to the customers 24X7.

1.3 Operating environment – Hardware and Software.

- **Technology:**Java
Front End: HTML, CSS, Bootstrap, Javascript.
Back End: Java EE, JSP, Servlet, Hibernate, MySQL.
- **Hardware:**
- **Processor:**i3,i5, Windows 10.
- **Ram:**512 mb and more.

1.4 Detailed description of technology used:

- **Java:**
Java is a programming language originally developed by James Gosling at Sun Microsystems and released in 1995 as a core component of Sun Microsystems' Java platform. The language derives much of its syntax from C and C++ but has a simpler object model and fewer low-level facilities. Java applications are typically compiled to byte code (class file) that can run on any Java Virtual Machine (JVM) regardless of computer architecture. Java is a general purpose, concurrent, class-based, object-oriented language that is specifically designed to have as few implementation dependencies as possible. It is intended to let application developers write once, run anywhere. Java is currently one of the most popular programming languages in use, particularly for client- server web applications. One characteristic of Java is portability, which means that computer programs written in the Java language must run similarly on any hardware/operating-system platform. This

is achieved by compiling the Java language code to an intermediate representation called Java byte code, instead of directly to platform specific machine code. Java byte code instructions are analogous to machine code, but are intended to be

interpreted by a virtual machine (VM) written specifically for the host hardware. End-users commonly use a Java Runtime Environment (JRE) installed on their own machine for standalone Java applications, or in a Web browser for Java applets. Standardized libraries provide a generic way to access host-specific features such as graphics, threading, and networking.

- **JDBC:**

Java Database Connectivity (JDBC) is an application programming interface (API) for the programming language Java, which defines how a client may access a database.

It is a Java-based data access technology used for Java database connectivity. It is part of the Java Standard Edition platform, from Oracle Corporation.

We can use JDBC API to access tabular data stored in any relational database.

By the help of JDBC API, we can save, update, delete and fetch data from the database. JDBC API provides universal data access from the Java programming language.

- **HTML.CSS.JavaScript.Bootstrap:**

Hyper Text Markup Language (HTML), Cascading Style Sheets (CSS), and JavaScript are three separate languages that work together to create web pages and web applications.

HTML creates structure, CSS styles the markup, and JavaScript creates interactivity with validations to the Registration and Login Pages and Bootstrap's responsive CSS adjusts to phones, tablets, and desktops these various services required to build up robust web applications for PC, as well as mobile devices.

- **Java EE. JSP. Servlet. Hibernate.SOLyog:**

- The JSP is an interface that is built on top of Servlets to provide added functionalities.

Because the JSP acts as an interface, developers can easily manage and integrate the UI part of the applications in JSP files.

- Servlets are the server-side programs written in Java, which implement the Servlet

interface and handle all the client requests to that server. Servlet acts as the middle layer between the client requests and the applications hosted on the server. Servlets are used to collect data from the users, for example, forms, and also to create web pages dynamically and present the results.

- Hibernate's primary feature is mapping from Java classes to database tables, and mapping from Java data types

to [SQL](#) data types. Hibernate also provides data query and retrieval facilities. It generates SQL calls and relieves the developer from the manual handling and object conversion of the result set.

- SQLyog Ultimate is the most powerful manager, admin and GUI tool for MySQL, combining the features of
 - MySQL Query Browser, Administrator and other MySQL Front Ends and MySQL GUI tools in a single intuitive interface. SQLyog is a fast, easy to use and compact graphical tool for managing your MySQL databases.
- We can define primary keys, unique keys and we create relationships using relationship layout. In Microsoft Access we can easily create databases and maintain the relation between the data.

Chapter 2: Proposed System

2.1 Proposed System:

World has a huge population and with the increase in internet users, e-business expansion becomes easy. The scope of e-commerce globally is really good for a long-time online business with trending ecommerce marketplaces. Many Sellers are joining the marketplaces like Amazon and Flipkart in order to get more customers for their business. The traffic on these websites is in millions and Indian sellers are seeing this as an opportunity to generate more revenue.

Nations are developing faster and so as the technology is also developing, the advanced Smartphones, Computer Systems, Web Access speed, etc has made it easy for the users to execute their task in a short interval of time and scope of e-commerce achieve high growth in the future. E-commerce shopping made the online shopping experience safe and secure with an additional layer of security.

The scope of e-commerce websites is expanding day by day due to the heavy number of internet users all over the world. People are spending more time in doing online

shopping for various products available on e-commerce platforms. The website offers items in almost every category to all the users. Additionally, It also provides the best promotion and discounts whenever seasonal sales come. The impact of e-commerce is really good in all the developing countries

2.2 Objectives of System:

- ADURA manages the details of customer shopping. products, order etc.
- The website is developed for smooth working of Admin and Customer.
- This Software is fully integrated with Customer and Admin Relationship Management and developed in a manner that is easily manageable, time and cost saving that shows relieving one from manual work.
- The website provides automated technical screening, computerized work, and intellectual evaluation to conduct recruitment.
- To provide the facility of Database Structure capable of holding an unlimited number of customer
- To provide more facility and feasibility to customers.
- Gives dynamic information about old and new release devices to customers.

2.3 User Requirements:

2.3.1 Functional Requirements:

- In software engineering, a functional requirement defines a function of a software system or its component.
- A function is described as a set of inputs, the behavior, and outputs
- Functional requirements may be calculations, technical details, data manipulation and processing and other specific functionality that define what a system is supposed to accomplish. Behavioral requirements describing all the cases where the system uses the functional requirements are captured in use cases
- Functional requirements are supported by non-functional requirements (also known as quality requirements), which impose constraints on the design or implementation (such as performance requirements, security, or reliability).
- Generally, functional requirements are expressed in the form "system must do <requirement>", while non-functional requirements are "system shall be

<requirement>". The plan for implementing *functional* requirements is detailed in

the system *design*. The plan for implementing *non-functional* requirements is detailed in the system *architecture*.

- As defined in requirements engineering, functional requirements specify particular results of a system. This should be contrasted with non-functional requirements which specify overall characteristics such as cost and reliability. Functional requirements drive the application architecture of a system, while non-functional requirements drive the technical architecture of a system.

2.3.2 Non Functional Requirements:

➤ Product Requirements

❖ Usability requirements

Usability is the ease of use and learning ability of a human-made object. The object of use can be a software application, website, book, tool, machine, process, or anything a human interacts with. A usability study may be conducted as a primary job function by a usability analyst or as a secondary job function by designers, technical writers, marketing personnel, and others. Usability includes methods of measuring usability, such as needs analysis and the study of the principles behind an object's perceived efficiency or elegance. In human-computer interaction and computer science, usability studies the elegance and clarity with which the interaction with a computer program or a web site (web usability) is designed. Usability differs from user satisfaction and user experience because usability also considers usefulness.

❖ Reliability requirements

Reliability deals with the study, evaluation, and life-cycle management of reliability: the ability of a system or component to perform its required functions under stated conditions for a specified period of time. Reliability engineering is a sub-discipline within systems engineering. Reliability is theoretically defined as the probability of failure, the frequency of failures, or in terms of availability, a probability derived from reliability and maintainability. Maintainability and maintenance may be defined as a part of reliability engineering. Reliability plays a key role in cost-effectiveness of systems.

❖ Portability requirements

Portability in high-level computer programming is the usability of the same software in different environments. The pre-requirement for portability is the generalized abstraction between the application logic and system interfaces. When software with the same functionality is produced for several computing platforms, portability is the key issue for development cost reduction.

- Transferring installed program files to another computer of basically the same architecture.
- Reinstalling a program from distribution files on another computer of basically the same architecture.

❖ **Efficiency requirements**

Resource consumption for a given load describes efficiency of product and web site.

❖ **Performance requirements**

Performance metrics include availability, response time, channel capacity, latency, completion time, service time, bandwidth, throughput, relative efficiency, scalability, performance per watt, compression ratio, instruction path length and speed up.

- Short response time for a given piece of work
- High throughput (rate of processing work)
- Low utilization of computing resource(s)
- High availability of the computing system or application
- Fast (or highly compact) data compression and decompression
- High bandwidth / short data transmission time

➤ **Organizational Requirements**

❖ **Delivery requirements**

Delivery requirements include details of delivery of product on time and as per client requirements. The products should be delivered on prescribed standards.

❖ **Implementation requirements**

Implementation is the realization of an application, or execution of a plan, idea, model, design, specification, standard, algorithm, or policy.

an implementation is a realization of a technical specification or algorithm as a program, software component, or other computer system through programming and deployment. Many implementations may exist for a given specification or standard. For example, web browsers contain implementations of World Wide Web Consortium-

recommended specifications, and software development tools contain implementations of programming languages.

❖ **Standard requirements**

The project should be developed as per standard format specified by IEEE.

Typical platforms include a computer architecture, operating system, programming languages and related user interface. The product should be developed as per client's standard requirements.

➤ **External Requirements**

❖ **Interoperability requirements**

Interoperability is a property of a product or system, whose interfaces are completely understood, to work with other products or systems, present or future, without any restricted access or implementation.

The IEEE Glossary defines interoperability as:

the ability of two or more systems or components to exchange information and to use the information that has been exchanged

❖ **Legislative requirements**

In the proprietary software industry, an end-user license agreement or software license agreement is the contract between the licensor and purchaser, establishing the purchaser's right to use the software. The license may define ways under which the copy can be used. Software companies often make special agreements with large businesses and government entities that include support contracts and specially drafted warranties.

❖ **Privacy requirements**

The term "privacy" means many things in different contexts. Different people, cultures, and nations have a wide variety of expectations about how much privacy a person is entitled to or what constitutes an invasion of privacy.

Privacy is the ability of an individual or group to seclude themselves or information about themselves and thereby reveal themselves selectively. The boundaries and content of what is considered private differ among cultures and individuals but share basic common themes. Privacy is sometimes related to anonymity, the wish to remain unnoticed or unidentified in the public realm.

❖ **Safety requirements**

Safety can also be defined to be the control of recognized hazards to achieve an acceptable level of risk. **Safety** is the state of being "safe", the condition of being protected against physical, social, spiritual, financial, political, emotional, occupational, psychological, educational or other types or consequences of failure, damage, error, accidents, harm or any other event which could be considered non- desirable.

- **System Analysis:** -

Identification of need:

The objective of the ADURA is to reach maximum customers at the right time to increase sales and profitability of the business functions of ADURA's it includes buying and selling goods, transmitting funds or data over the internet.

ADURA manages the details of customer shopping, products, order etc.

The website is developed for smooth working of Admin and Customer.

This Software is fully integrated with Customer and Admin Relationship Management and developed in a manner that is easily manageable, time and cost saving that shows relieving one from manual work.

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To provide the facility of Database Structure capable of holding an unlimited number of customers

To provide more facility and feasibility to customers.

Gives dynamic information about old and new release devices to customers.

- **Feasibility Study:** -

- Feasibility is an important phase in the software development process. It enables the developers to have an assessment of the product being developed. It refers to the feasibility study of the product in terms of outcomes of the product, operational required for implementing it. Feasibility study should be performed based on various criteria and parameters. The various feasibility studies are: -

- Economic Feasibility

- Operational Feasibility

- Technical Feasibility

- Economic Feasibility:

- It refers to the benefits or outcomes we are deriving from the online services as compared to the total cost we are spending for developing

the benefits are more or less the same as the older system then it is not feasible to develop the product.

- The product is economically feasible. The Service provides the following benefits: -

- ◆ Reduces the processing time
- ◆ Reduces the workload
- ◆ Administrative will be effective

➤ **Operational Feasibility:**

- It refers to the feasibility of the product to be operational. Some products may work very well at the design and implementation but many fail in the real time environment. It introduces the study of human resources required and their technical expertise. This product is operationally feasible as it is designed specifically for Customers
- This provides consistent and integrated data management. It also provides information at all levels of people.

➤ **Technical Feasibility:**

- The system is self-explanting and does not need any entire sophisticated training. A system has been built by concentrating on the graphical user interface concepts, the application can also be handled very easily with novice users. The overall time that a user needs to get trained is less than 15 minutes.
- The system has been added with features of menu device and button interaction methods, which makes him the master as he starts working through the environment. As the software that was used in developing this application is very

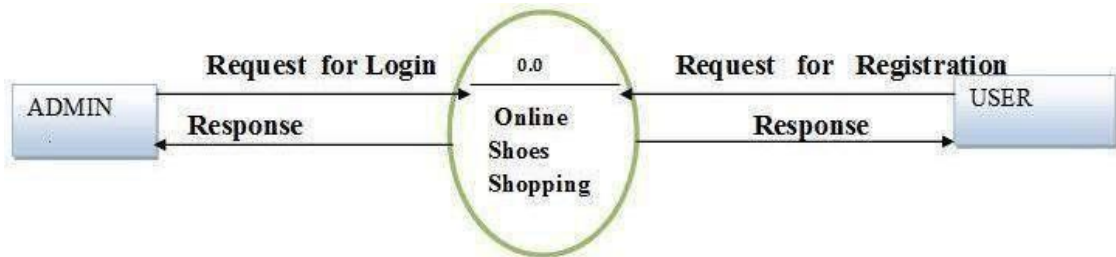
ADURA

economical and readily available in the market the only time that is lost by the customer is just installation time.

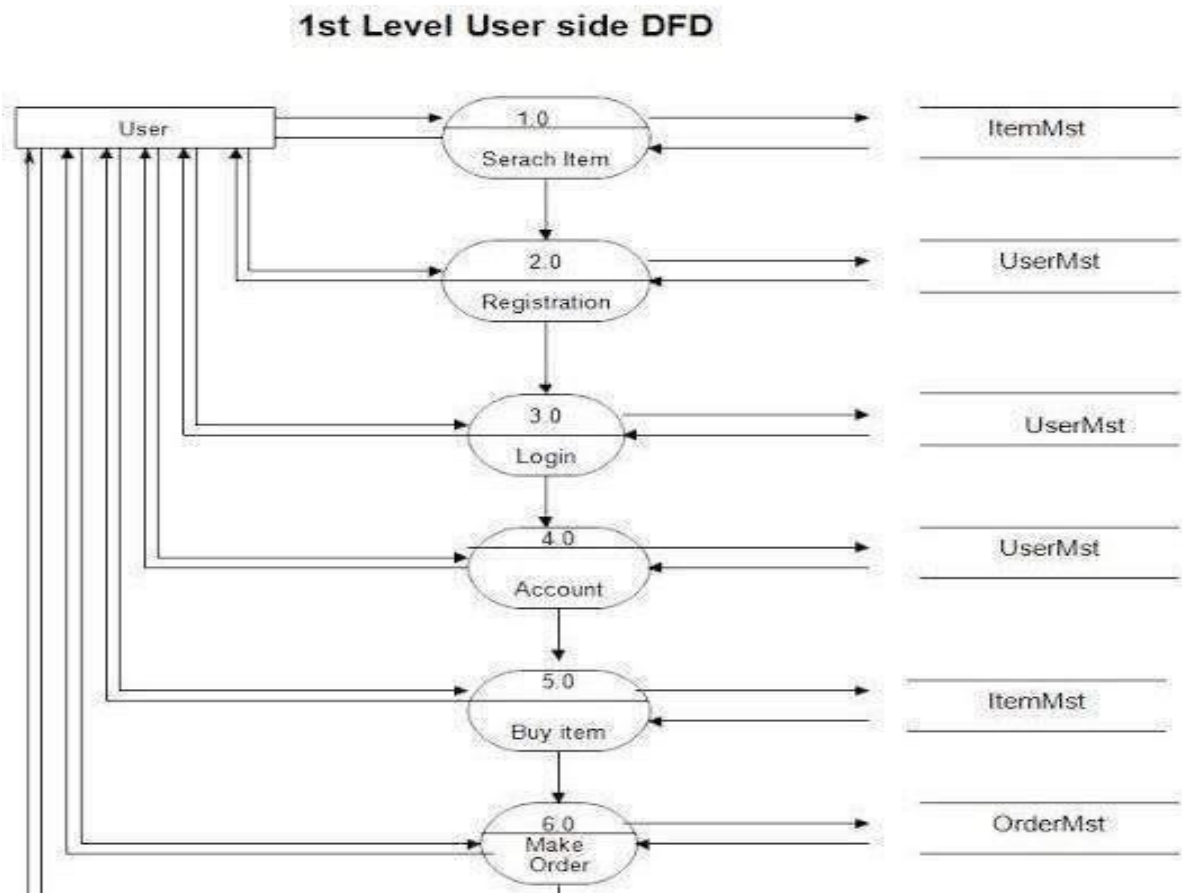
Chapter 3: Analysis and Design

3.1 DFD:

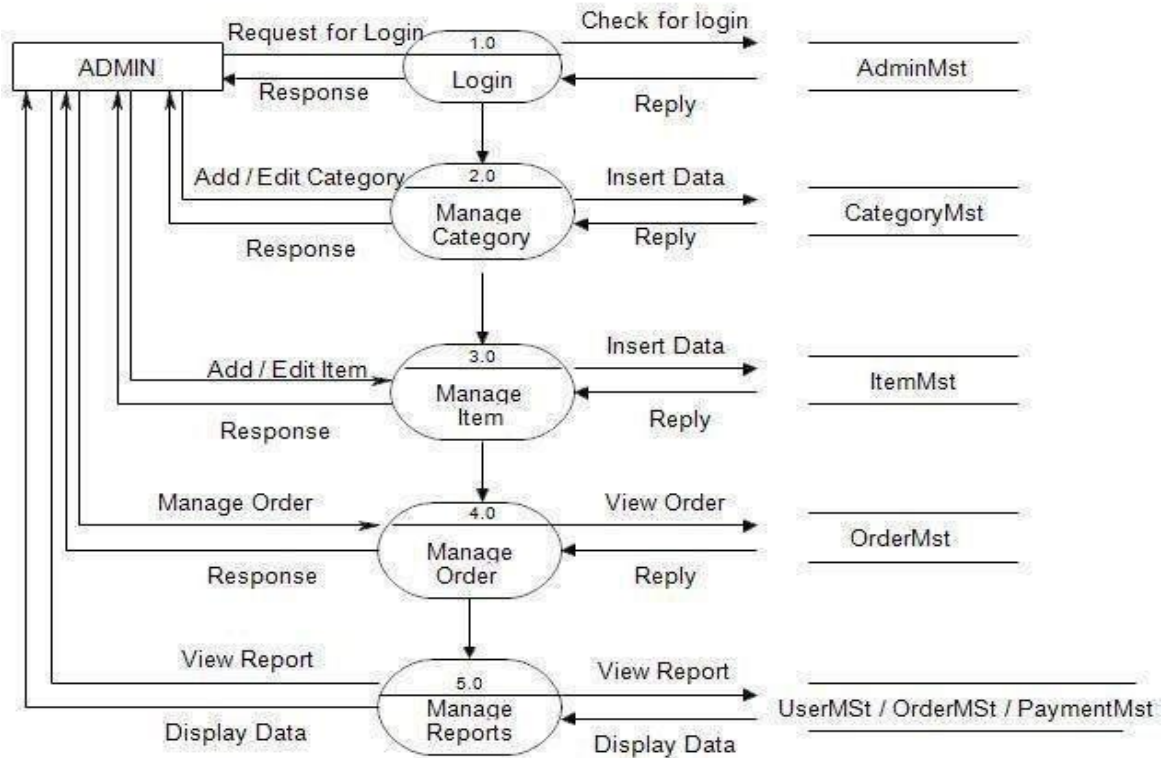
- 0th Level DFD:



- ❖ 1st Level DFD:

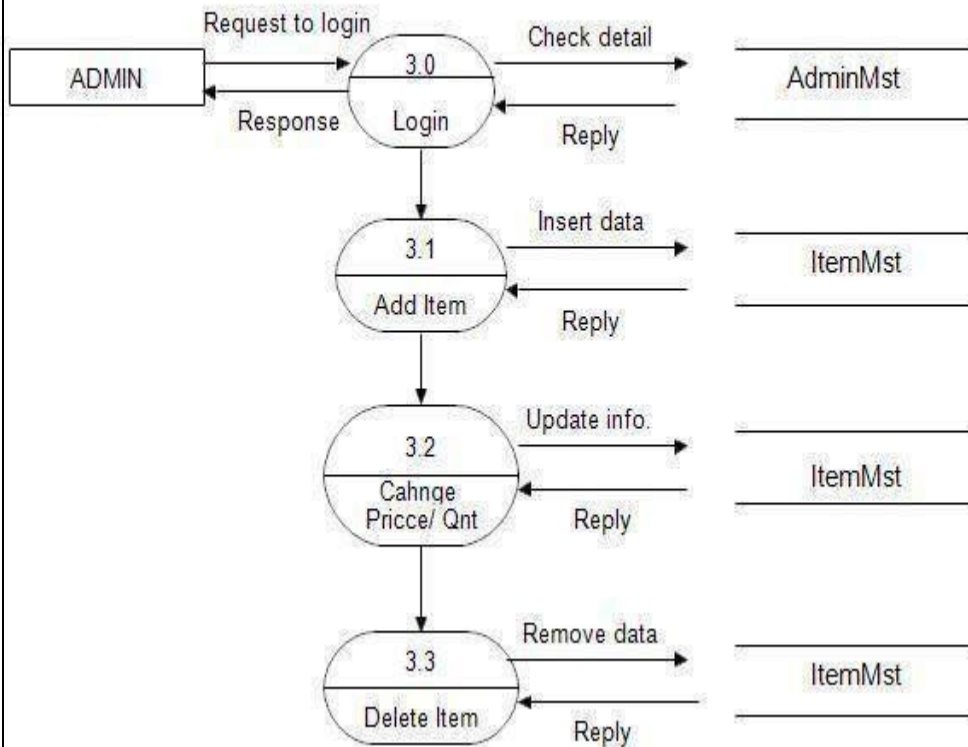


Admin Side DFD - 1st Level

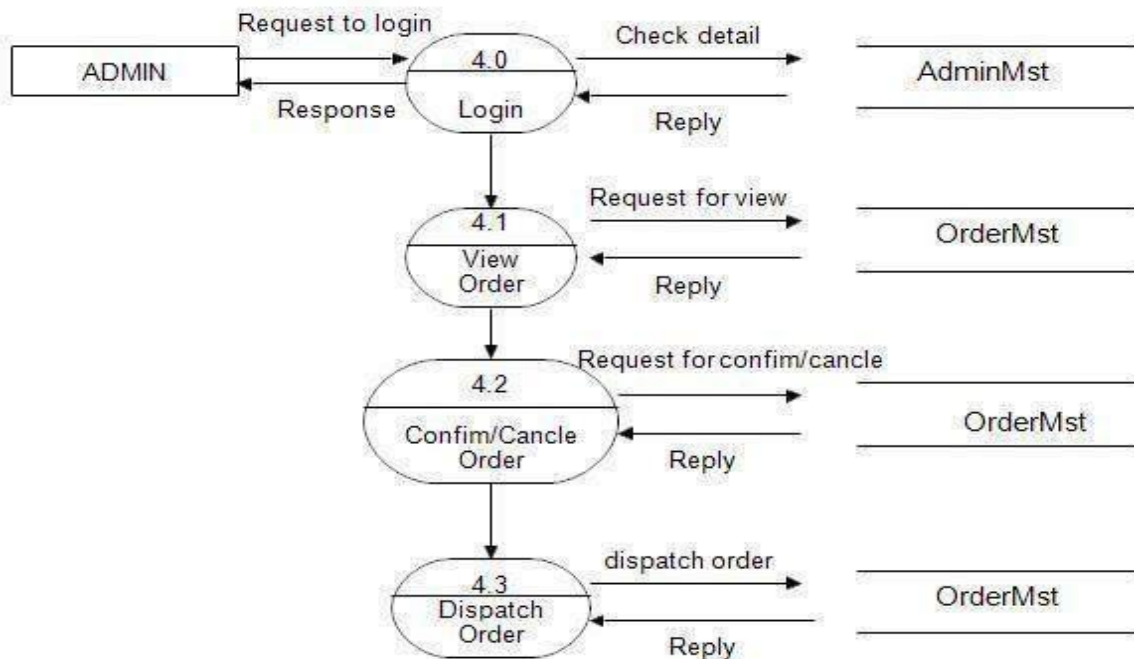


- **2nd Level DFD:**

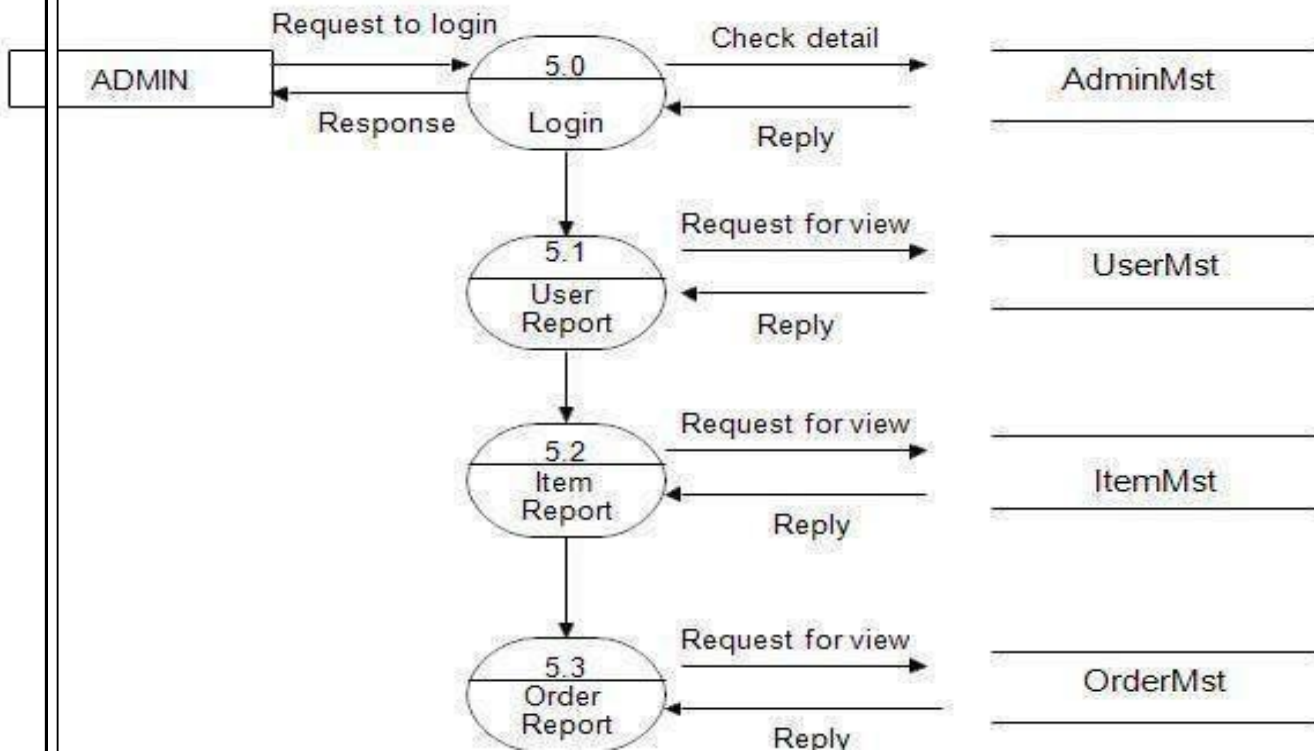
2nd Level Admin DFD - (3.0)



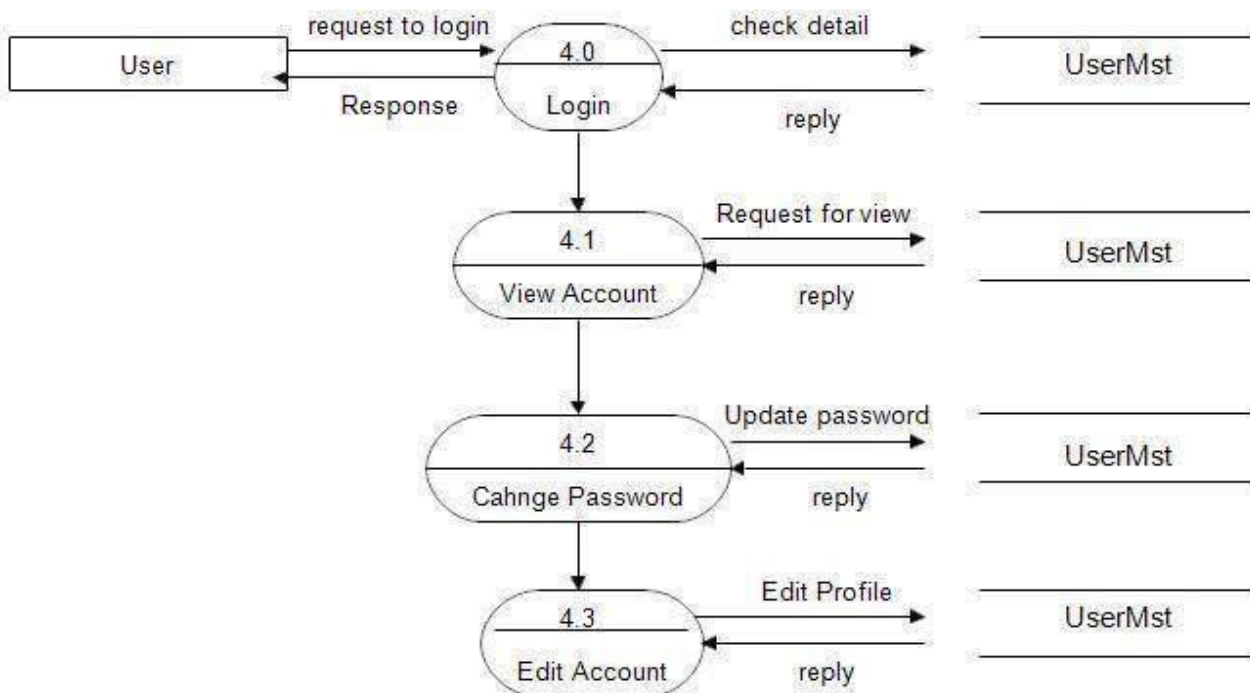
2nd Level Admin DFD - (4.0)



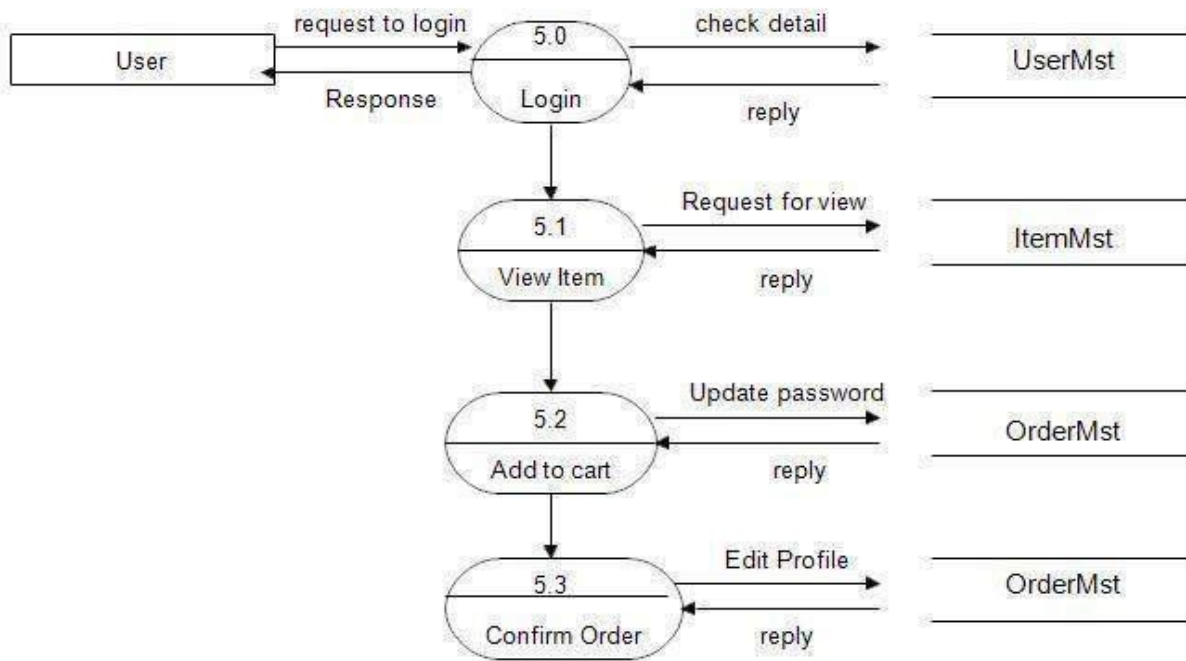
2nd Level Admin DFD - (5.0)



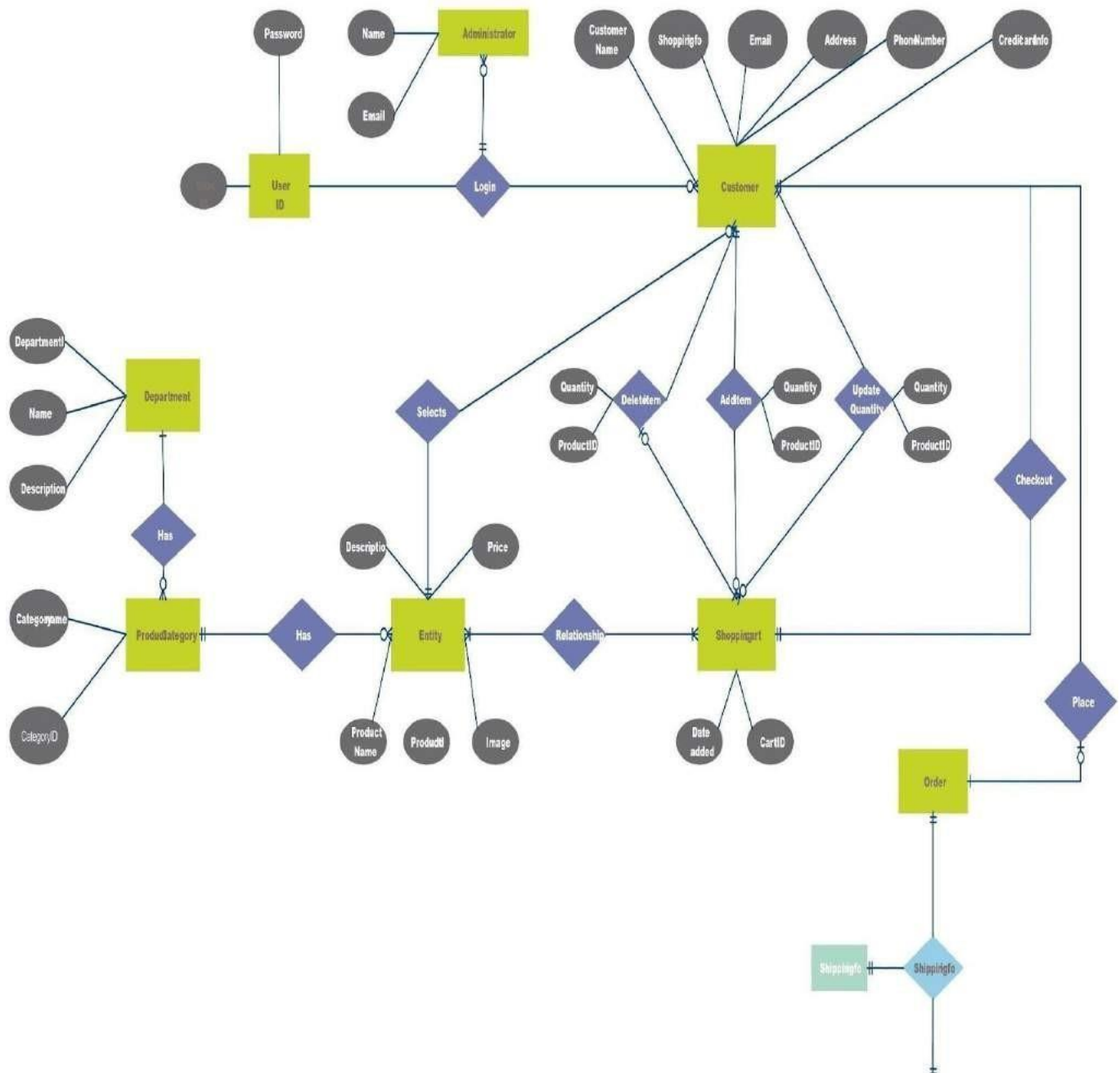
2st Level User DFD - (4.0)



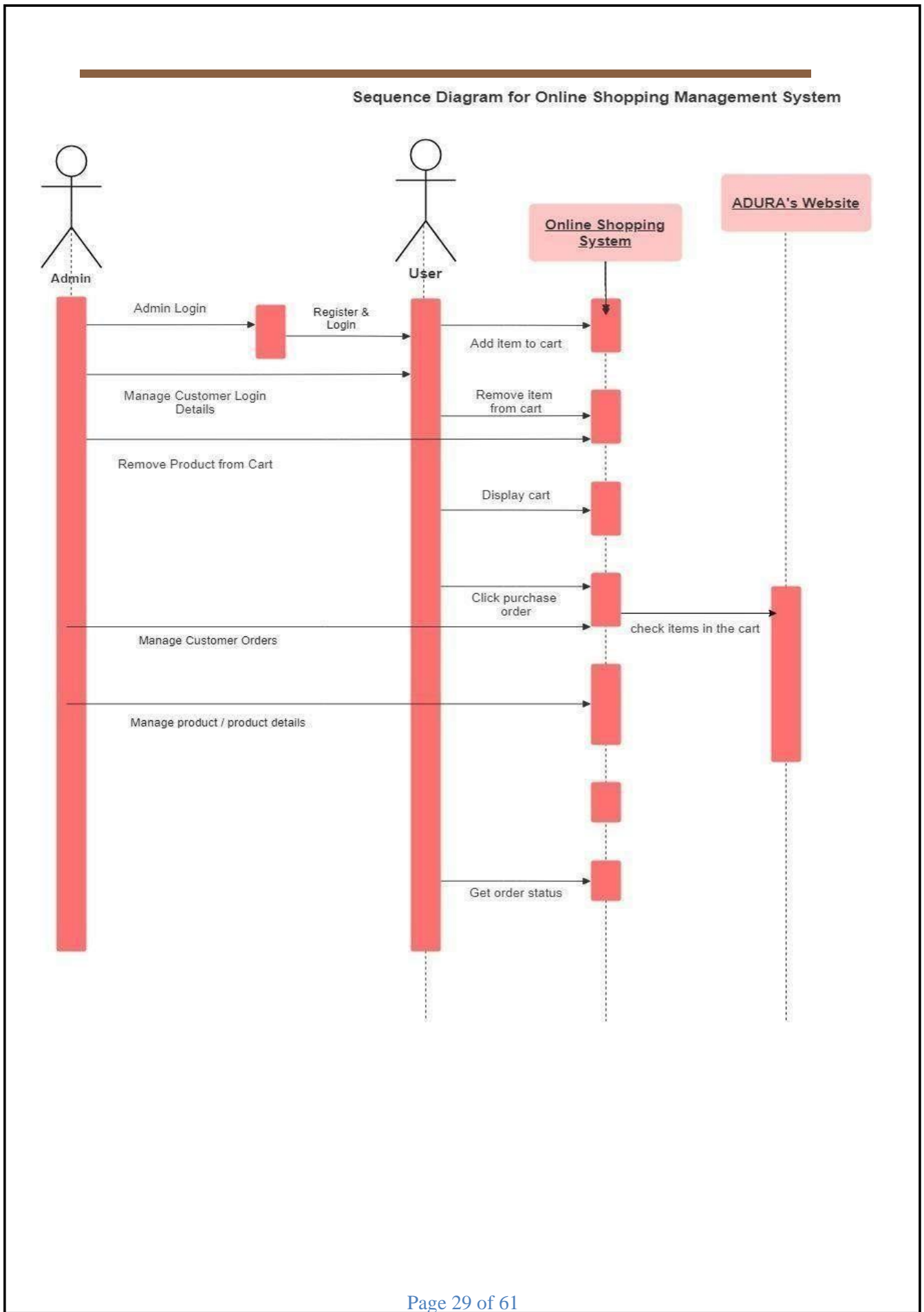
2st Level User DFD - (5.0)



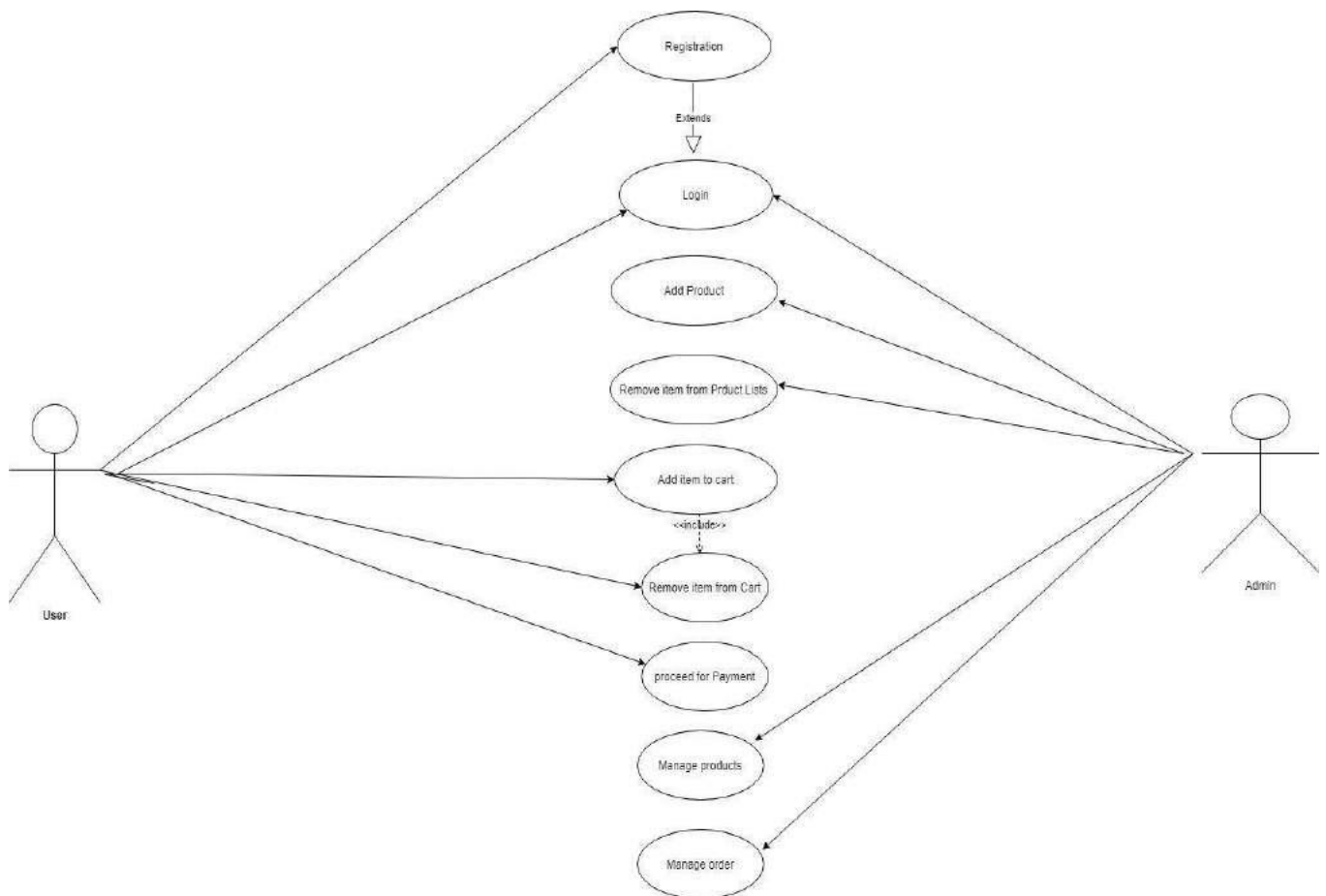
3.2 ERD Diagram:



3.3 Sequence Diagram:



3.4 Use Case Diagram:



3.5 Table Specifications: -

1. Admin:

Entity Name	Entity type & Size	Constraints	Description
admin_id	Int (10)	Primary Key	Admin Id
Username	varchar (20)	Not Null	Username for login
Password	varchar (20)	Not Null	Password for login

2. User:

Entity Name	Entity type & Size	Constraints	Description
user_id	Int (10)	Primary Key	User ID
user_name	varchar (20)	Not Null	Username for Login
user_password	varchar (20)	Not Null	Password for user login
user_email	varchar (20)	Not Null	Email for updates
user_phone	Int (12)	Null	Required for registration
user_type	varchar (20)	Not Null	whether it is normal of admin

3. Category:

Entity Name	Entity type & Size	Constraints	Description
categoryID	Int (10)	Primary Key	Category ID
category Description	varchar (20)	Null	Details of Category
categoryTitle	varchar (20)	Not Null	Name of Category

4. Registration:

Entity Name	Entity type & Size	Constraints	Description
reg_id	Int	Primary Key	Registration Id
Name	varchar(40)	Not Null	Name
Username	varchar(40)	Not Null	Username
Password	Varchar(10)	Not Null	Password
Address	varchar(60)	Not Null	Address
email_id	varchar(20)	Not Null	Email Id
mobile_number	varchar(10)	Not Null	Mobile Number

3.6 Test Procedures and Implementation: -

- **Test procedure**

The software testing is the critical element of software quality assurance and represents the ultimate review of the software design and coding. The main objective of the testing is to find an error and to uncover the errors that are not yet discovered.

The increasing visibility of software as a system element and the attendant cost associated with a software failure and motivating forces for well planned, through testing. It is not unusual for a software development organization to expand between 30% to 40% of project effort on testing. In the extreme, testing of human related software can cost 3-5 times as much as all other software engineering activities combined. The testing phase involves the testing of the system using various test data, preparation of the test data plays a vital role in the system testing after preparing the test data, errors were found and corrected by using the following the testing steps and corrections are recorded for future reference. Thus, a series of testing is performed on the system before it is ready for implementation.

After completion of system analysis, design and coding through testing of the system was carried out In a systematic approach, the main objectives of the system are

- To ensure that the operations of the system will perform as per the specification.
- To make sure that the system meets the user requirement during the operations.
- To cross check when the correct inputs are filled into the system output are correct.
- To make sure that during the operation incorrect inputs and the outputs will be detected.

In testing process the number of strategies have been used as mentioned below,

- Unit Testing
 - Integration Testing
 - Validation Testing
 - Black Box Testing
 - User acceptance Testing
-

- **Unit Testing**

Unit testing focuses verification efforts on the smallest unit of the software design. Using the system test plan, prepared in the design phase of the system development as a guide, important control paths are tested to uncover errors within the boundary of the module. The interface of each of the modules was tested to ensure proper flow of information into and out of the module under consideration. Each module will be tested individually so as to make the individual component error free. Also, other attached modules will be error free.

- **Integration Testing:**

Each module will be tested on its effect on other modules by integrating the modules. This will remove further errors from the system and may also result in some changes in the individual module.

- **Validation Testing**

At the culmination of the integration testing the software was completely assembled as a package, interfaces were uncovered, and a final series of software validation testing began. Here we test the system function manner that can be reasonable by the customer, the /system was tested against system requirement specification.

- **Black Box Testing:**

After performing validation testing, the next phase is the output test of the system, since no system code is useful if it does not produce the desired output in desired format. By considering the format of the report/output, report/output is generated or displayed and tested.

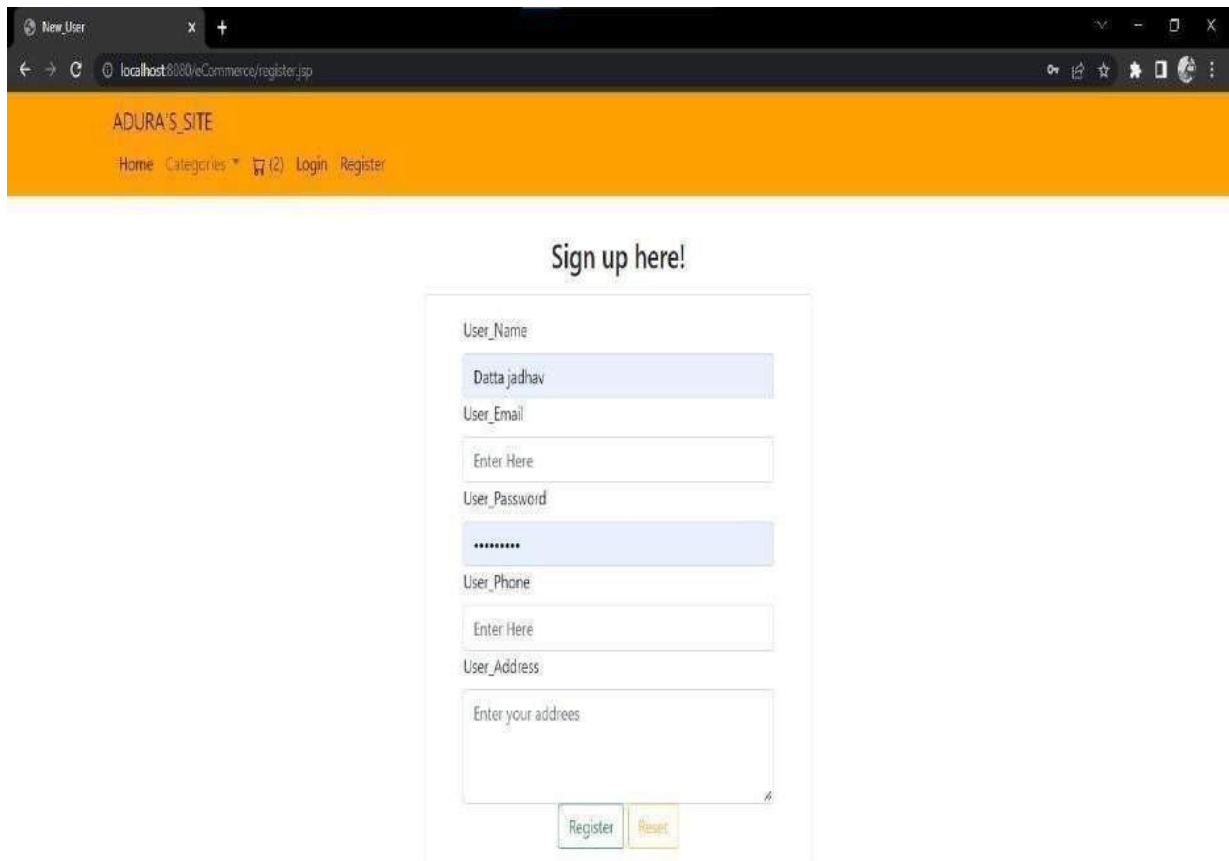
- **User Acceptance Testing:**

User acceptance testing is used to determine whether the software is fit for the user to use. The System under consideration was listed for user acceptance by keeping constant touch with the prospective user of the system at the time of design, development and making changes whenever required.

- **User Interface: -**

- ❖ **Sign up Page:**

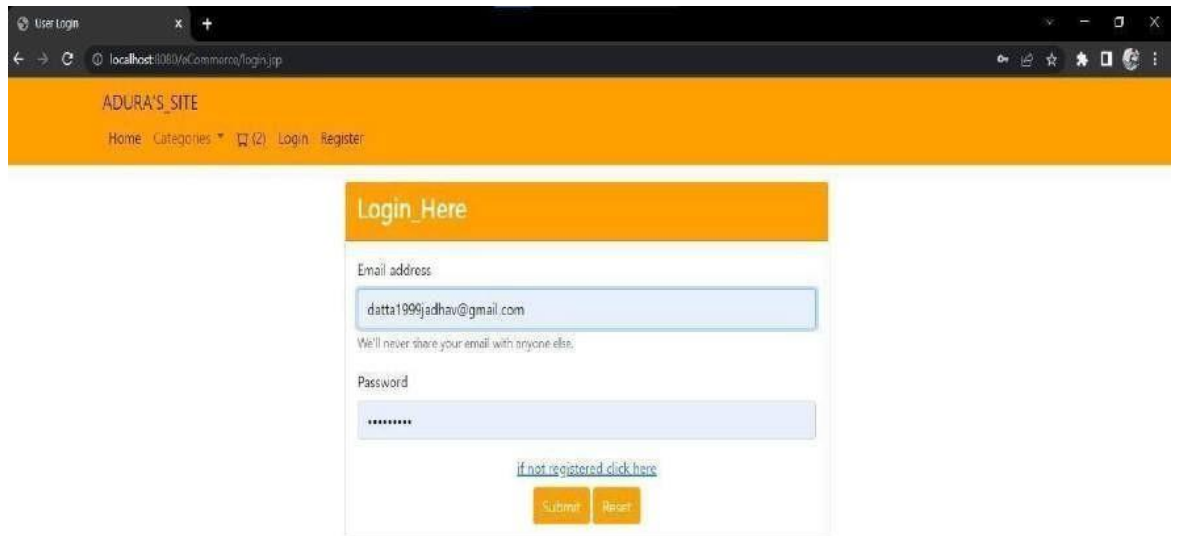
- ❖ This page is used to sign up the user in the ADURA.
- ❖ For this user has to enter with the proper username, email-id, password, phone, address then only the user will be able to login to the ADURA.



The screenshot shows a web browser window with the title 'New User' and the address bar displaying 'localhost:8080/eCommerce/register.jsp'. The page has an orange header with the text 'ADURA'S SITE' and navigation links: 'Home', 'Categories', a shopping cart icon with '(2)', 'Login', and 'Register'. The main content area is white and features the heading 'Sign up here!'. Below this is a registration form with the following fields: 'User_Name' (containing 'Datta jadhav'), 'User_Email' (with placeholder 'Enter Here'), 'User_Password' (with placeholder '*****'), 'User_Phone' (with placeholder 'Enter Here'), and 'User_Address' (with placeholder 'Enter your addrees'). At the bottom of the form are two buttons: 'Register' and 'Reset'.

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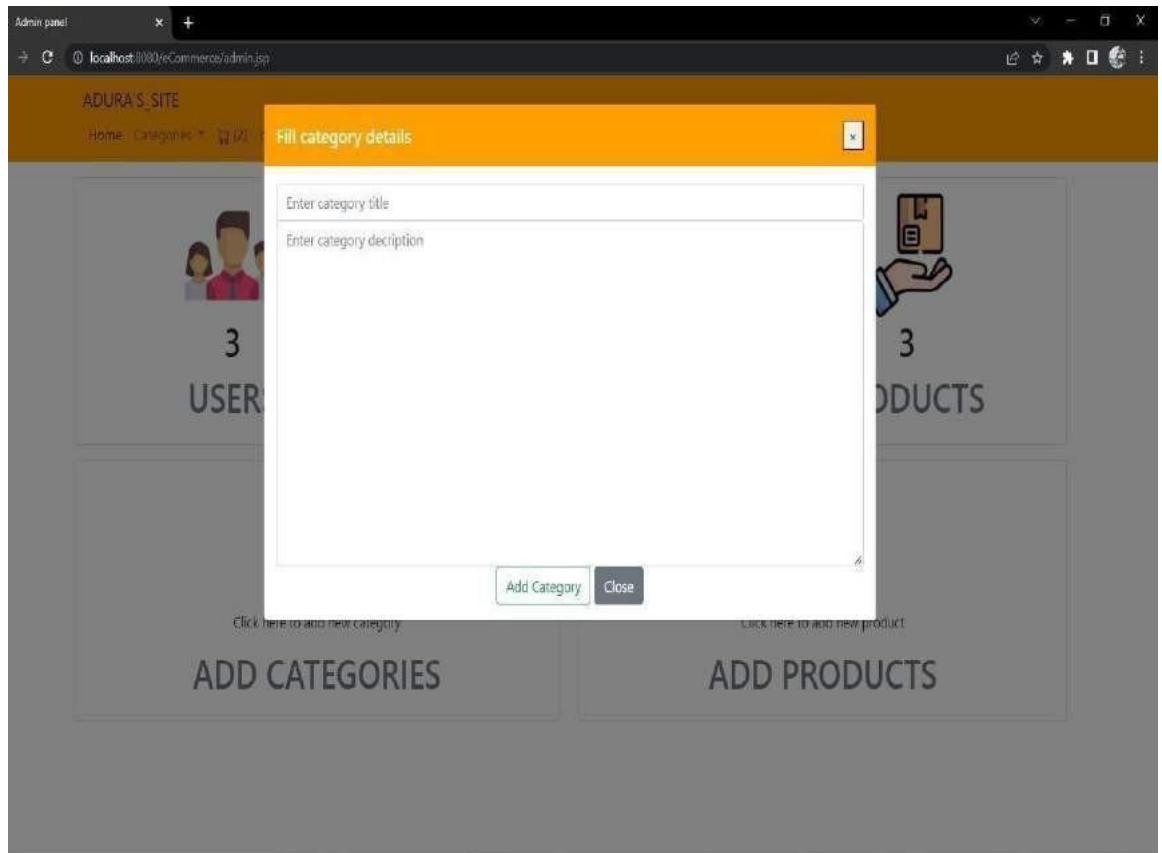
- ❖ **Login Page:**
- ❖ This page is used to login the user in the ADURA.
- ❖ For this user has to enter with the proper email- id, password then only the user will be able to go to the category page.



The screenshot shows a web browser window with the title 'User Login'. The address bar displays 'localhost:3080/ecommerce/login.jsp'. The page has an orange header with the text 'ADURA'S SITE' and navigation links: 'Home', 'Categories', 'Login', and 'Register'. The main content area features a white box titled 'Login_Here' with an orange header. Inside this box, there are two input fields: 'Email address' containing 'datta1999jadhav@gmail.com' and 'Password' with masked characters. Below the password field is a link that says 'if not registered click here'. At the bottom of the box are two orange buttons labeled 'Submit' and 'Reset'.

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- ❖ **Add Categories:**
- ❖ This page is used to fill in the details of the category in the ADURA.
- ❖ For this user has to enter proper category title, category description then only the user will be able to go to the add products page.



ADURA

❖ **Add Products:**

❖ This page is used to fill in the product details in the ADURA.

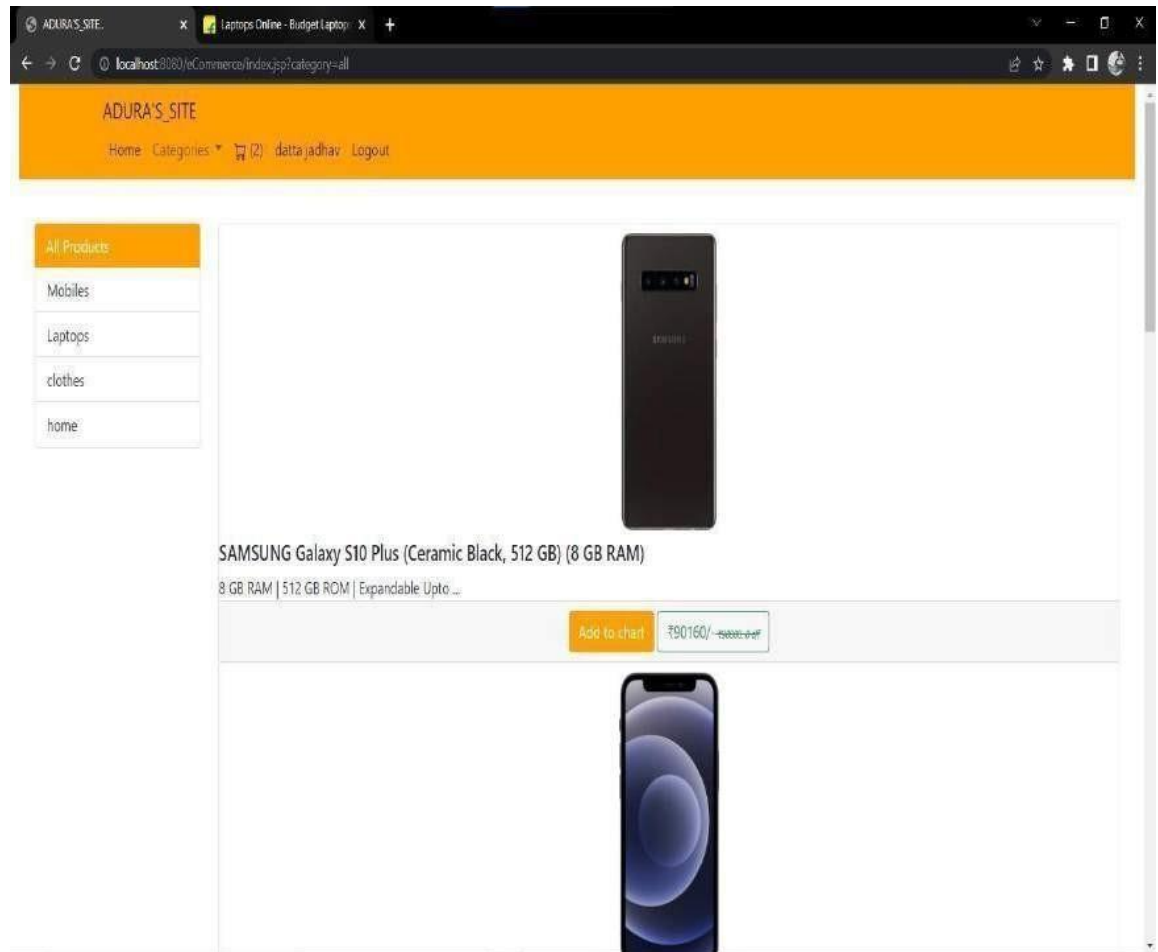
❖ For this user has to enter the proper title of the product, product description, price, discount, quantity, select the dropdown, select picture of product then add the products then only the user will be able to go to the homepage.

The screenshot displays the ADURA Admin panel interface. A modal window titled "Fill product details" is open, allowing an administrator to add a new product. The form includes the following fields and controls:

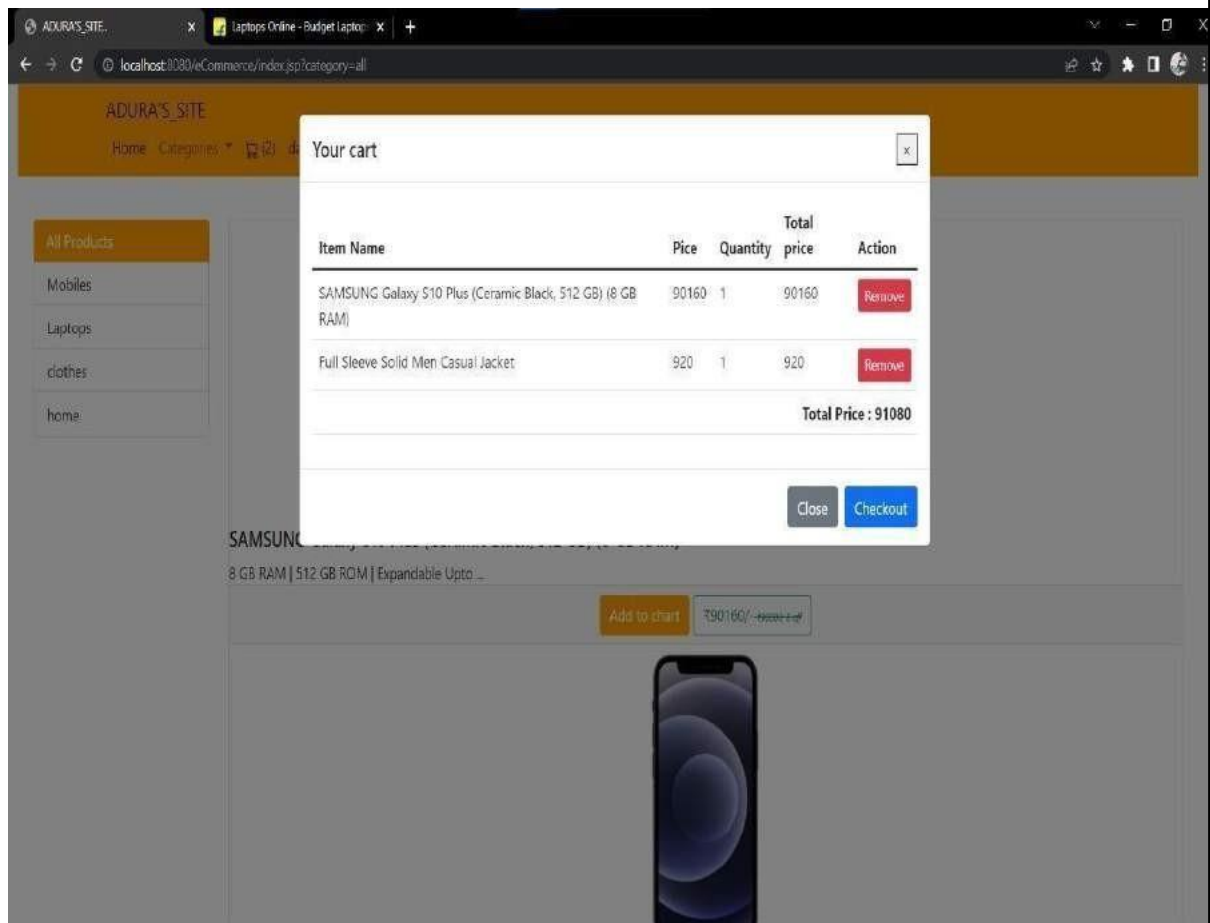
- Enter title of product:** A text input field.
- Enter product description:** A larger text area for the product description.
- Enter price of product:** A text input field.
- Enter product discount:** A text input field.
- Enter product quantity:** A text input field with a small up/down arrow on the right.
- Mobiles:** A dropdown menu currently showing "Mobiles".
- Select Picture Of Product:** A section containing a "Choose File" button and the text "No file chosen".
- Add Products:** A green button at the bottom right of the form.
- Close:** A dark button at the bottom right of the modal.

The background of the admin panel shows a sidebar with "3 USER" and a main area with "3 PRODUCTS".

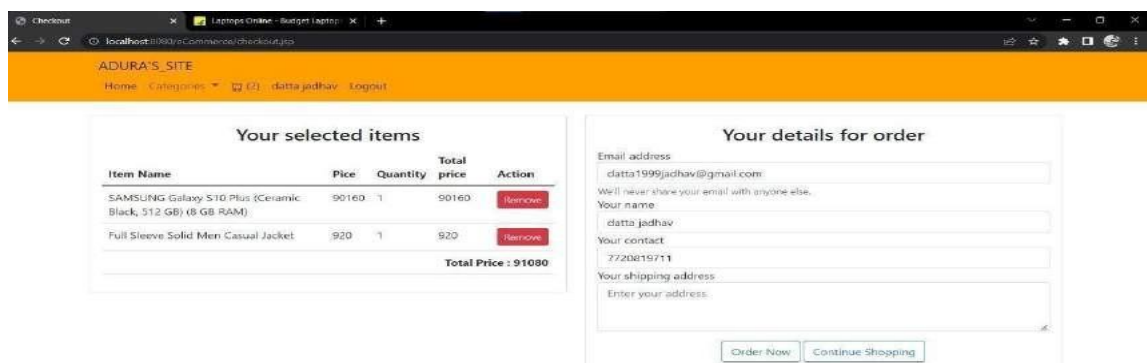
- ❖ **Home Page:**
- ❖ **Here, the user will choose the product as per their convenience and will add it to the cart.**



- ❖ **Cart Details:**
- ❖ **After adding to the cart, the user will be able to see the details of the product which the user had added to the cart earlier.**



- ❖ **Ordered Summary:**
- ❖ **Here, the user will have to enter a valid email address, name, contact , shipping address.**



Chapter4: Drawbacks and limitations

1. Issue of Security

- The biggest drawback of the website is the issue of security, even though several improvements have been made in relation to data encryption. website do not have

capabilities to conduct authentic transactions. Fear of providing credit card information and risk of identity limit the growth of the website.

2. Lack of privacy

- This does not have high encryption for secure online transactions or to protect online identity.

3. Limitation of system

- Poor searching facility and no track of maintaining records of users.
- No benefit of discount and gift ideas to customers.
- Doesn't provide facility of detailed information of mobiles to the customers,
- Not covers the global customers.

4. Cultural obstacles

- E-commerce attracts customers from all over the world. Habits and culture of the people differ from nation to nation thus is not expanded so it is not covering global consumers differences that create obstacles to the business and sellers.

Chapter 5: Proposed Enhancements

1. Advertising

- In the initial stage of selling your products online, Advertising is the best and first priority option to go with. We can generate more sales with advertising. On the other hand, promotion also helps in reaching a larger audience. We can advertise on Google, Facebook, and Instagram. Through advertising, we can showcase the products on the first page of search engines or on the e-commerce marketplaces.

2. Offers and Discounts

- Offers and discounts are also one of the reasons for soar in the scope of the e-commerce industry. People look for huge discounts and special promo codes when they want to shop online. As a result, they visit numerous e-commerce sites to get the best deal for them. So, we can promote products on social media platforms with coupon codes and target the audience to generate additional sales.

3. Customer Service

- As an improvement of the services the product is delivered to the customer, it is always recommended to send the feedback and rating emails so that you can understand the user experience and also make some changes in product improvement with feedback. Customer service is very important which will definitely provide a virtual customer touch to understand the product satisfaction and needs.

4. Reach to More Audience

- The customers can visit our website through any part of the world and purchase our items or services. There are people all around the globe who regularly shop online. Reaching out to a large number of people is very important to scale any business.

- **Implementation and Maintenance:** -
- To design and implement this project we plan that the project will support different types of users apart from its administrative part.
- When a project is run for the first-time users need to register for it and the user has to login in it then the user can access the products.
- Project supports admin login and user login.
- Admin login has all the authority to add or remove products, categories and users.
- Users can choose and buy any product from any category. After adding the products in the cart, users can buy it.

Chapter 6: Conclusion

- ADURA would allow our customers convenient and easy access to the site. This project has been developed successfully and the performance of the system has been found satisfactory. Use of this interface helps customers in having immediate information about available products and order the selected products. User friendly interface also for the admin to add and delete products as per convenience.
- The ADURA described in this project provides a number of features that are designed to make the customer more comfortable.
- ADURA provides knowledge about the latest trends in the products.

Chapter 7: Bibliography/References/Glossary

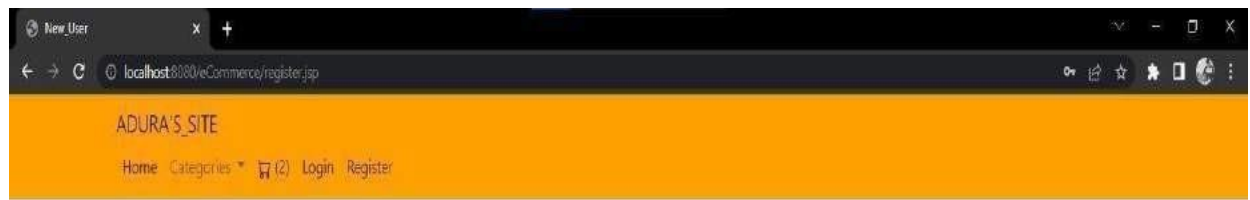
- ❖ <https://www.tutorialspoint.com/index.htm>
- ❖ <https://www.javatpoint.com>
- ❖ <https://www.w3schools.com>
- ❖ <https://html.com>

Chapter 8: Annexure

A1: User Interface Design

Signup Page

ADURA

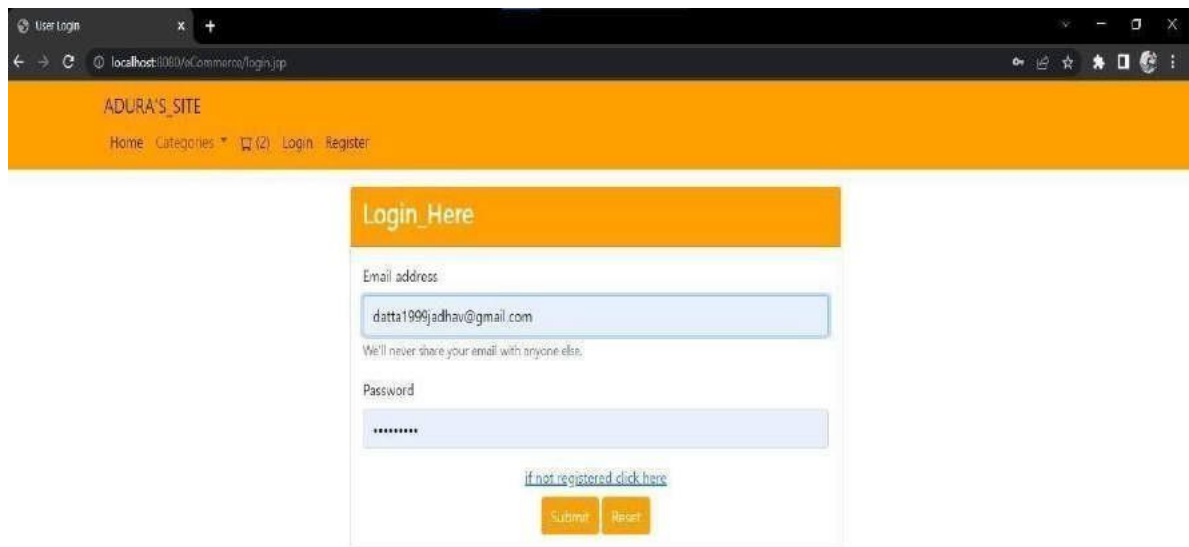


Sign up here!

User_Name
<input type="text" value="Datta jadhav"/>
User_Email
<input type="text" value="Enter Here"/>
User_Password
<input type="password" value="*****"/>
User_Phone
<input type="text" value="Enter Here"/>
User_Address
<input type="text" value="Enter your addrees"/>
<input type="button" value="Register"/> <input type="button" value="Reset"/>

Login Page

ADURA



The screenshot shows a web browser window with the title 'User Login'. The address bar displays 'localhost:8080/vCommerce/login.jsp'. The page has an orange header with the text 'ADURA'S SITE' and navigation links: 'Home', 'Categories', 'Login', and 'Register'. The main content area features a 'Login_Here' form with an orange title bar. The form includes an 'Email address' field with the value 'datta1999jadhav@gmail.com', a note 'We'll never share your email with anyone else.', a 'Password' field with masked characters, a link 'if not registered click here', and 'Submit' and 'Reset' buttons.

User Login

localhost:8080/vCommerce/login.jsp

ADURA'S SITE

Home Categories Login Register

Login_Here

Email address

datta1999jadhav@gmail.com

We'll never share your email with anyone else.

Password

[if not registered click here](#)

Submit Reset

A2: OUTPUT REPORTS WITH DATA

Add Categories:

ADURA

The screenshot shows the ADURA admin panel interface. A modal window titled "Fill category details" is open, allowing the user to add a new category. The modal contains two text input fields: "Enter category title" and "Enter category description". At the bottom of the modal are two buttons: "Add Category" and "Close". The background of the admin panel is dimmed, showing a sidebar with "Home" and "Categories" links, and a main area with "3 USER" and "3 PRODUCTS" statistics, and "ADD CATEGORIES" and "ADD PRODUCTS" buttons.

Admin panel

localhost:8080/eCommerce/admin.jsp

ADURA'S SITE

Home Categories

3 USER

3 PRODUCTS

Click here to add new category

Click here to add new product

ADD CATEGORIES

ADD PRODUCTS

Fill category details

Enter category title

Enter category description

Add Category Close

Add Products

The screenshot shows the ADURA admin panel interface. A modal window titled "Fill product details" is open, allowing the user to add a new product. The modal contains several input fields: "Enter title title of product", "Enter product description", "Enter price of product", "Enter product discount", and "Enter product quantity". There is also a dropdown menu for "Mobiles" and a "Select Picture Of Product" section with a "Choose File" button and "No file chosen" text. At the bottom of the modal are two buttons: "Add Products" and "Close". The background of the admin panel is dimmed, showing a sidebar with "Home" and "Categories" links, and a main area with "3 USER" and "3 PRODUCTS" statistics, and "ADD CATEGORIES" and "ADD PRODUCTS" buttons.

Admin panel

localhost:8080/eCommerce/admin.jsp

ADURA'S SITE

Home Categories

3 USER

3 PRODUCTS

Click here to add new category

Click here to add new product

ADD CATEGORIES

ADD PRODUCTS

Fill product details

Enter title title of product

Enter product description

Enter price of product

Enter product discount

Enter product quantity

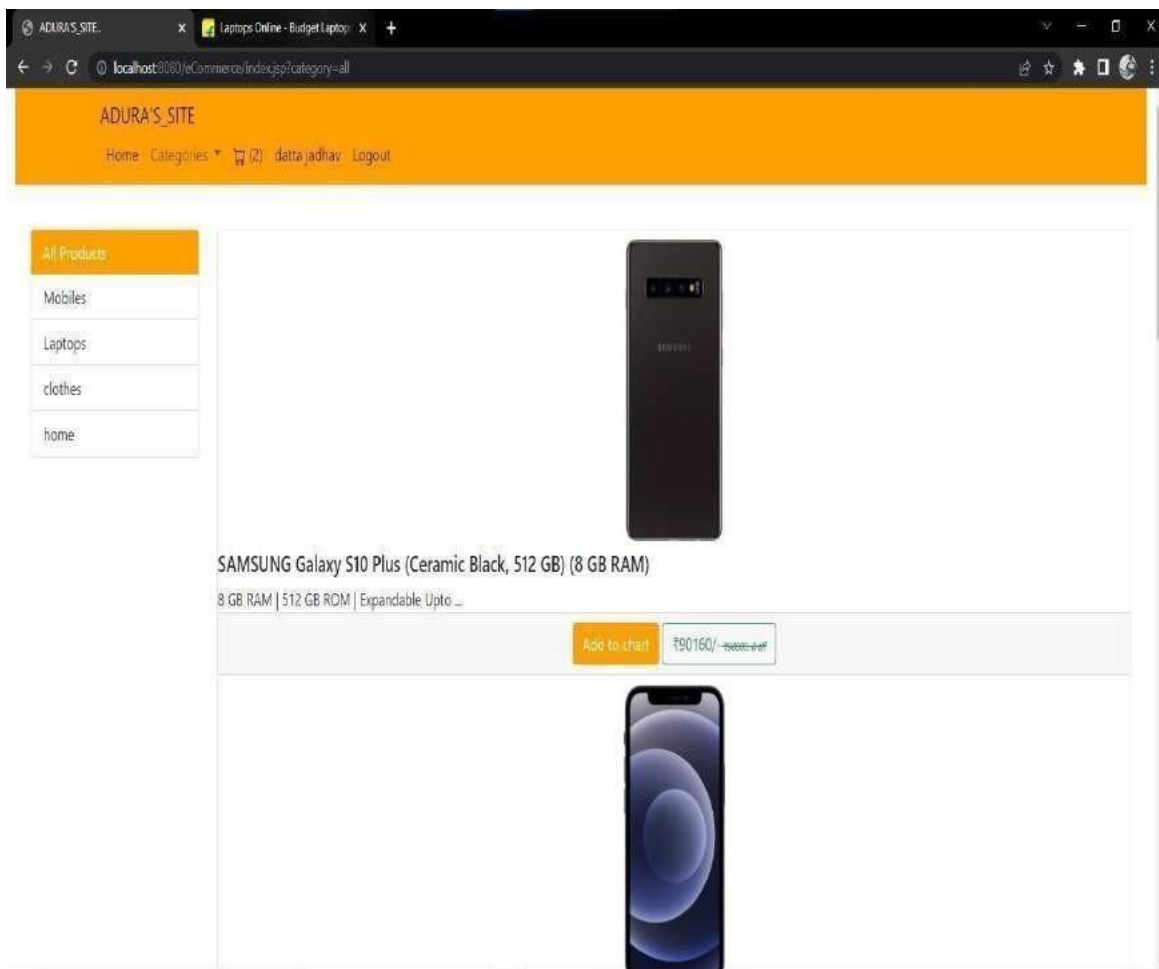
Mobiles

Select Picture Of Product

Choose File No file chosen

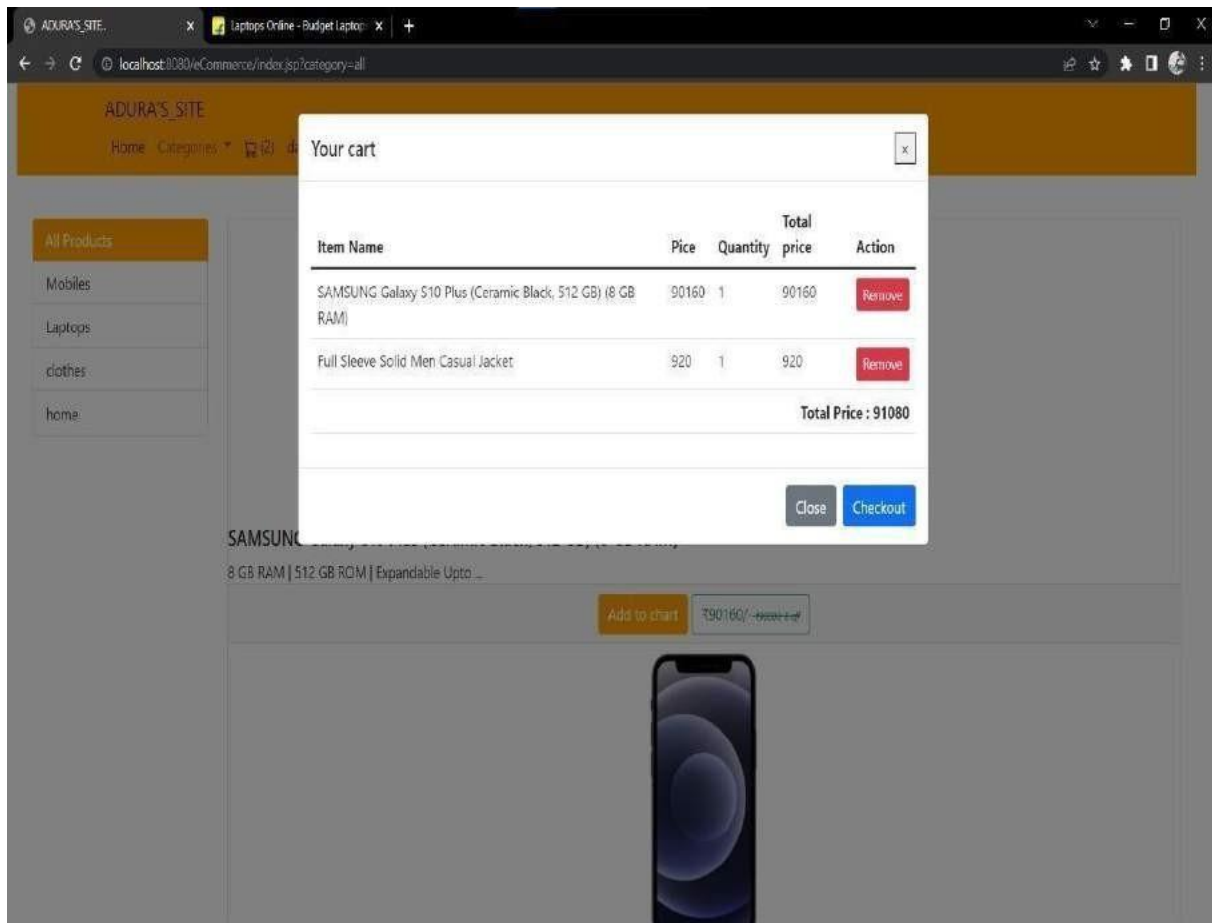
Add Products Close

Home Page



Cart Details

ADURA



Ordered Summary

The screenshot shows the checkout page with the URL `localhost:3030/eCommerce/checkout.jsp`. The header is orange with "ADURA'S SITE" and links: Home, Categories, a shopping cart icon, the user name "datta.jadhav", and a "Logout" link. The page is divided into two main sections: "Your selected items" and "Your details for order".

Your selected items

Item Name	Pice	Quantity	Total price	Action
SAMSUNG Galaxy S10 Plus (Ceramic Black, 512 GB) (8 GB RAM)	90160	1	90160	Remove
Full Sleeve Solid Men Casual Jacket	920	1	920	Remove
				Total Price : 91080

Your details for order

Email address:

We'll never share your email with anyone else.

Your name:

Your contact:

Your shipping address:

At the bottom are "Order Now" and "Continue Shopping" buttons.

A3: SAMPLE PROGRAM CODE

Register.jsp:

```
<%@page import="org.stringtemplate.v4.compiler.CodeGenerator.includeExpr_return"%>
```

```
<%@ page language="java" contentType="text/html; charset=ISO-8859-1"
```

```
pageEncoding="ISO-8859-1"%>
```

```
<!DOCTYPE html>
```

<head>

<title>New_User</title>

</head>

```
<%@include file="/component/navbar.jsp" %>
```

<div class="row mt-3">

Sign up here!

```
<%@include file="./component/message.jsp" %>
```

```
<div class="card-body px-5">
```

```
<form action="RegisterServlet" method="post">
```

```
<div class="form-group">
```

```
<label for="name" class="form-label">User_Name</label>
```

```
<input name="user_name" type="text" class="form-control" id="name"
placeholder="Enter Here" aria-describedby="emailHelp">
```

```
</div>
```

```
<div class="form-group">
```

```
<label for="email" class="form-label">User_Email</label>
```

```
<input name="user_email" type="email" class="form-control" id="email"
placeholder="Enter Here" aria-describedby="emailHelp">
```

```
</div>
```

```
<div class="form-group">
```

```
<label for="password" class="form-label">User_Password</label>
```

```
<input name="user_password" type="password" class="form-control"
id="password" placeholder="Enter Here" aria-describedby="emailHelp">
```

```
</div>
```

```
<div class="form-group">
<label for="phone" class="form-label">User_Phone</label>
<input name="user_phone" type="number" class="form-control" id="phone"
placeholder="Enter Here" aria-describedby="emailHelp">
</div>
<div class="form-group">
<label for="address" class="form-label">User_Address</label>
<textarea name="user_address" style="height:95px; width:390px" class="form-
control" placeholder="Enter your address">
</textarea>
</div>
<div class="container text-center">
<button class="btn btn-outline-success">Register</button>
<button class="btn btn-outline-warning">Reset</button>
</div>
```


</form>

</div>

</div>

</div>

</div>

</div>

</body>

</html>

Login.jsp:

```
<%@ page language="java" contentType="text/html; charset=ISO-8859-1"
```

```
    pageEncoding="ISO-8859-1"%>
```

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
<meta charset="ISO-8859-1">
```

```
<title>User Login</title>
```

```
<%@include file="./component/js_css.jsp" %>
```

```
</head>
```

```
<body>
```

```
    <%@include file="/component/navbar.jsp" %>
```

```
<div class ="container">
```

```
<div class="row">
```

```
<div class="col-md-6 offset-md-3">
```

```
<div class="card mt-3">
```

```
<div class="card-header custom-bg text-white">
```

```
<h3>Login_Here</h3>
```

```
</div>
```

```
<div class="card-body">
```

```
<% @include file="./component/message.jsp" %>
```

```
<form action="LoginServlet" method="post">
```

```
<div class="mb-3">
```

```
<form>
```

```
<label for="exampleInputEmail1" class="form-label">Email address</label>
```

```
<input name="email" type="email" class="form-control"  
id="exampleInputEmail1" aria-describedby="emailHelp">
```

<div id="emailHelp" class="form-text">We'll never share your email with anyone else.</div>

</div>

<div class="mb-3">

<label for="exampleInputPassword1" class="form-label">Password</label>

<input name="password" type="password" class="form-control" id="exampleInputPassword1">

</div>

if not registered click here

<div class="container text-center">

<button type="submit" class="btn btn-primary border-0 custom-bg">Submit</button>

<button type="reset" class="btn btn-primary border-0 custom-bg">Reset</button>

</div>

</form>

</div>

</div>

</div>

</div>

</div>

</body>

</html>